IEEE HOME | SEARCH IEEE | SHOP | WEB ACCOUNT | CONTACT IEEE

IEEE

Membership Publications/Services Standards Conferences Careers/Jobs

IEEE Xplore® RELEASE 1.6

Welcome
United States Patent and Trademark Office

IEEE Xplore®
1 Million Documents
1 Million Users
...And Growing

Help FAQ Terms IEEE Peer Review

Quick Links

» Search Results

Welcome to IEEE Xplore®

- Home
- What Can I Access?
- Log-out

Tables of Contents

- Journals & Magazines
- Conference Proceedings
- Standards

Search

- By Author
- Basic
- Advanced

Member Services

- Join IEEE
- Establish IEEE Web Account
- Access the IEEE Member Digital Library

Your search matched **19** documents.

A maximum of **500** results are displayed, **15** to a page, sorted by **Relevance** in **Descending** order.

Results Key:
JNL = Journal or Magazine **CNF** = Conference **STD** = Standard

1 **Pervasive 3D viewing for product data management**
D'Amora, B.; Bernardini, F.;
Computer Graphics and Applications, IEEE ,Volume: 23 , Issue: 2 , March-April 2003
Pages:14 - 19

[Abstract] [PDF Full-Text (446KB)] IEEE JNL

2 **Building a digital model of Michelangelo's Florentine Pieta**
Bernardini, F.; Rushmeier, H.; Martin, I.M.; Mittleman, J.; Taubin, G.;
Computer Graphics and Applications, IEEE ,Volume: 22 , Issue: 1 , Jan.-Feb. 2002
Pages:59 - 67

[Abstract] [PDF Full-Text (814KB)] IEEE JNL

3 **High-quality texture reconstruction from multiple scans**
Bernardini, F.; Martin, I.M.; Rushmeier, H.;
Visualization and Computer Graphics, IEEE Transactions on ,Volume: 7 , Issue: 4 , Oct.-Dec. 2001
Pages:318 - 332

[Abstract] [PDF Full-Text (2679KB)] IEEE JNL

4 **The ball-pivoting algorithm for surface reconstruction**
Bernardini, F.; Mittleman, J.; Rushmeier, H.; Silva, C.; Taubin, G.;
Visualization and Computer Graphics, IEEE Transactions on ,Volume: 5 , Issue: 4 , Oct.-Dec. 1999
Pages:349 - 359

[Abstract] [PDF Full-Text (936KB)] IEEE JNL

5 **An efficient VLSI architecture for real-time additive synthesis of musical signals**
De Bernardinis, F.; Roncella, R.; Saletti, R.; Terreni, P.; Bertini, G.;
Very Large Scale Integration (VLSI) Systems, IEEE Transactions on ,Volume: 7 , Issue: 1 , March 1999
Pages:105 - 110

[Abstract] [PDF Full-Text (140KB)] IEEE JNL

6 **A methodology for system-level analog design space exploration**
De Bernardinis, F.; Vincentelli, A.S.;
Design, Automation and Test in Europe Conference and Exhibition, 2004. Proceedings ,Volume: 1 , Feb. 16-20, 2004
Pages:676 - 677

[Abstract] [PDF Full-Text (374KB)] IEEE CNF

7 **Support vector machines for analog circuit performance representation**
De Bernardinis, F.; Jordan, M.I.; SangiovanniVincentelli, A.;
Design Automation Conference, 2003. Proceedings , 2-6 June 2003
Pages:964 - 969

[Abstract] [PDF Full-Text (746KB)] IEEE CNF

---

8 **A QoS internet protocol scheduler on the IXP1200 network platform**
De Bernardinis, F.; Fanucci, L.; Ramacciotti, T.; Terreni, P.;
System-on-Chip for Real-Time Applications, 2003. Proceedings. The 3rd IEEE International Workshop on , 30 June-2 July 2003
Pages:394 - 399

[Abstract] [PDF Full-Text (298KB)] IEEE CNF

---

9 **Scanning and processing 3D objects for web display**
Farouk, M.; El-Rifai, I.; El-Tayar, S.; El-Shishiny, H.; Hosny, M.; El-Rayes, M.; Gomes, J.; Giordano, F.; Rushmeier, H.; Bernardini, F.; Magerlein, K.;
3-D Digital Imaging and Modeling, 2003. 3DIM 2003. Proceedings. Fourth International Conference on , 6-10 Oct. 2003
Pages:310 - 317

[Abstract] [PDF Full-Text (4586KB)] IEEE CNF

---

10 **Image-based object editing**
Rushmeier, H.; Gomes, J.; Balmelli, L.; Bernardini, F.; Taubin, G.;
3-D Digital Imaging and Modeling, 2003. 3DIM 2003. Proceedings. Fourth International Conference on , 6-10 Oct. 2003
Pages:20 - 27

[Abstract] [PDF Full-Text (4394KB)] IEEE CNF

---

11 **Volume warping for adaptive isosurface extraction**
Balmelli, L.; Morris, C.J.; Taubin, G.; Bernardini, F.;
Visualization, 2002. VIS 2002. IEEE , 27 Oct.-1 Nov. 2002
Pages:467 - 474

[Abstract] [PDF Full-Text (742KB)] IEEE CNF

---

12 **Implementation of a shadow carving system for shape capture**
Savarese, S.; Rushmeier, H.; Bernardini, F.; Perona, P.;
3D Data Processing Visualization and Transmission, 2002. Proceedings. First International Symposium on , 19-21 June 2002
Pages:12 - 23

[Abstract] [PDF Full-Text (781KB)] IEEE CNF

---

13 **Shadow carving**
Savarese, S.; Rushmeier, H.; Bernardini, F.; Perona, P.;
Computer Vision, 2001. ICCV 2001. Proceedings. Eighth IEEE International Conference on ,Volume: 1 , 7-14 July 2001
Pages:190 - 197 vol.1

[Abstract] [PDF Full-Text (704KB)] IEEE CNF

---

14 **Sharp features on multiresolution subdivision surfaces**
Biermann, H.; Martin, I.M.; Zorin, D.; Bernardini, F.;
Computer Graphics and Applications, 2001. Proceedings. Ninth Pacific Conference on , 16-18 Oct. 2001
Pages:140 - 149

[Abstract] [PDF Full-Text (1168KB)] IEEE CNF

---

15 **Designing wireless protocols: methodology and applications**
Sgroi, M.; da Silva, J.L., Jr.; De Bernardinis, F.; Burghardt, F.; Sangiovanni-Vincentelli, A.; Rabaey, J.;
Acoustics, Speech, and Signal Processing, 2000. ICASSP '00. Proceedings. 2000 IEEE International Conference on ,Volume: 6 , 5-9 June 2000
Pages:3726 - 3729 vol.6

[Abstract] [PDF Full-Text (544KB)] IEEE CNF

IEEE HOME | SEARCH IEEE | SHOP | WEB ACCOUNT | CONTACT IEEE

IEEE

Membership Publications/Services Standards Conferences Careers/Jobs

IEEE Xplore® RELEASE 1.6

Welcome
United States Patent and Trademark Office

IEEE Xplore®
1 Million Documents
1 Million Users
...And Growing

Help FAQ Terms IEEE Peer Review

Quick Links

» Search Results

Welcome to IEEE Xplore®
- Home
- What Can I Access?
- Log-out

Tables of Contents
- Journals & Magazines
- Conference Proceedings
- Standards

Search
- By Author
- Basic
- Advanced

Member Services
- Join IEEE
- Establish IEEE Web Account
- Access the IEEE Member Digital Library

Your search matched **19** documents.

A maximum of **500** results are displayed, **15** to a page, sorted by **Relevance** in **Descending** order.

Results Key:
JNL = Journal or Magazine **CNF** = Conference **STD** = Standard

16 **Wireless protocols design: challenges and opportunities**
da Silva, J.L., Jr.; Sgroi, M.; De Bernardinis, F.; Li, S.F.; Sangiovanni-Vincentelli, A.; Rabaey, J.;
Hardware/Software Codesign, 2000. CODES 2000. Proceedings of the Eighth International Workshop on , 3-5 May 2000
Pages:147 - 151

[Abstract] [PDF Full-Text (564KB)] IEEE CNF

17 **Computing consistent normals and colors from photometric data**
Rushmeier, H.; Bernardini, F.;
3-D Digital Imaging and Modeling, 1999. Proceedings. Second International Conference on , 4-8 Oct. 1999
Pages:99 - 108

[Abstract] [PDF Full-Text (300KB)] IEEE CNF

18 **Performance estimation of data-flow applications for IP-based system design**
De Bernardinis, F.; Ferrari, A.; Watanabe, Y.; Sangiovanni-Vincentelli, A.; Terreni, P.;
Signals, Systems, and Electronics, 1998. ISSSE 98. 1998 URSI International Symposium on , 29 Sept.-2 Oct. 1998
Pages:193 - 197

[Abstract] [PDF Full-Text (476KB)] IEEE CNF

19 **A single-chip 1,200 sinusoid real-time generator for additive synthesis of musical signals**
De Bernardinis, F.; Roncella, R.; Saletti, R.; Terreni, P.; Bertini, G.;
Acoustics, Speech, and Signal Processing, 1997. ICASSP-97., 1997 IEEE International Conference on ,Volume: 1 , 21-24 April 1997
Pages:427 - 430 vol.1

[Abstract] [PDF Full-Text (332KB)] IEEE CNF

Prev 1 2

Copyright © 2004 IEEE — All rights reserved

IEEE HOME | SEARCH IEEE | SHOP | WEB ACCOUNT | CONTACT IEEE

IEEE

Membership Publications/Services Standards Conferences Careers/Jobs

IEEE Xplore® RELEASE 1.6

Welcome
United States Patent and Trademark Office

IEEE Xplore®
1 Million Documents
1 Million Users
...And Growing

Help FAQ Terms IEEE Peer Review

Quick Links

» Search Results

Welcome to IEEE Xplore®

- Home
- What Can I Access?
- Log-out

Tables of Contents

- Journals & Magazines
- Conference Proceedings
- Standards

Search

- By Author
- Basic
- Advanced

Member Services

- Join IEEE
- Establish IEEE Web Account
- Access the IEEE Member Digital Library

Your search matched **4** documents.

A maximum of **500** results are displayed, **15** to a page, sorted by **Relevance** in **Descending** order.

Results Key:
JNL = Journal or Magazine **CNF** = Conference **STD** = Standard

1 **Building a digital model of Michelangelo's Florentine Pieta**
Bernardini, F.; Rushmeier, H.; Martin, I.M.; Mittleman, J.; Taubin, G.;
Computer Graphics and Applications, IEEE ,Volume: 22 , Issue: 1 , Jan.-Feb. 2002
Pages:59 - 67

[Abstract] [PDF Full-Text (814KB)] IEEE JNL

2 **The ball-pivoting algorithm for surface reconstruction**
Bernardini, F.; Mittleman, J.; Rushmeier, H.; Silva, C.; Taubin, G.;
Visualization and Computer Graphics, IEEE Transactions on ,Volume: 5 , Issue: 4 , Oct.-Dec. 1999
Pages:349 - 359

[Abstract] [PDF Full-Text (936KB)] IEEE JNL

3 **Underwater Inspection Of Naval Structures**
Berger, H.; Brackett, R.; Mittleman, J.;
OCEANS ,Volume: 15 , Aug 1983
Pages:555 - 559

[Abstract] [PDF Full-Text (504KB)] IEEE CNF

4 **Oil/water separator for deballasting applications**
Mittleman, J.; DiNenna, V.;
OCEANS ,Volume: 9 , Sep 1977
Pages:379 - 384

[Abstract] [PDF Full-Text (1264KB)] IEEE CNF

Copyright © 2004 IEEE — All rights reserved

IEEE HOME | SEARCH IEEE | SHOP | WEB ACCOUNT | CONTACT IEEE

IEEE

Membership Publications/Services Standards Conferences Careers/Jobs

IEEE Xplore® RELEASE 1.6

Welcome
United States Patent and Trademark Office

IEEE Xplore®
1 Million Documents
1 Million Users
...And Growing

Help FAQ Terms IEEE Peer Review

Quick Links

» Search Results

Welcome to IEEE Xplore®

- Home
- What Can I Access?
- Log-out

Tables of Contents

- Journals & Magazines
- Conference Proceedings
- Standards

Search

- By Author
- Basic
- Advanced

Member Services

- Join IEEE
- Establish IEEE Web Account
- Access the IEEE Member Digital Library

Your search matched **20** documents.

A maximum of **500** results are displayed, **15** to a page, sorted by **Relevance** in **Descending** order.

Results Key:
JNL = Journal or Magazine **CNF** = Conference **STD** = Standard

1 **3D reconstruction and visualization**
Ribarsky, B.; Rushmeier, H.;
Computer Graphics and Applications, IEEE ,Volume: 23 , Issue: 6 , Nov.-Dec. 2003
Pages:20 - 21

[Abstract] [PDF Full-Text (231KB)] IEEE JNL

2 **Computer graphics in art history and archaeology**
Chalmers, A.; Rushmeier, H.;
Computer Graphics and Applications, IEEE ,Volume: 22 , Issue: 5 , Sept.-Oct. 2002
Pages:22 - 23

[Abstract] [PDF Full-Text (236KB)] IEEE JNL

3 **Building a digital model of Michelangelo's Florentine Pieta**
Bernardini, F.; Rushmeier, H.; Martin, I.M.; Mittleman, J.; Taubin, G.;
Computer Graphics and Applications, IEEE ,Volume: 22 , Issue: 1 , Jan.-Feb. 2002
Pages:59 - 67

[Abstract] [PDF Full-Text (814KB)] IEEE JNL

4 **High-quality texture reconstruction from multiple scans**
Bernardini, F.; Martin, I.M.; Rushmeier, H.;
Visualization and Computer Graphics, IEEE Transactions on ,Volume: 7 , Issue: 4 , Oct.-Dec. 2001
Pages:318 - 332

[Abstract] [PDF Full-Text (2679KB)] IEEE JNL

5 **The ball-pivoting algorithm for surface reconstruction**
Bernardini, F.; Mittleman, J.; Rushmeier, H.; Silva, C.; Taubin, G.;
Visualization and Computer Graphics, IEEE Transactions on ,Volume: 5 , Issue: 4 , Oct.-Dec. 1999
Pages:349 - 359

[Abstract] [PDF Full-Text (936KB)] IEEE JNL

6 **Guest Editor's introduction: special section on visualization**
Rushmeier, H.;
Visualization and Computer Graphics, IEEE Transactions on ,Volume: 5 , Issue: 2 , April-June 1999
Pages:97 - 97

[Abstract] [PDF Full-Text (100KB)] IEEE JNL

7 **Graphics remembrances**
Bloomenthal, J.; Barnhill, R.E.; Barsky, B.A.; Bezier, P.; Forrest, R.; Max, N.; Palyka, D.M.; Rogers, D.F.; Rushmeier, H.; Smith, A.R.; Stock, R.; Thalmann, N.M.; Thalmann, D.;
Annals of the History of Computing, IEEE ,Volume: 20 , Issue: 2 , April-June 1998
Pages:35 - 51

[Abstract] [PDF Full-Text (2764KB)] IEEE JNL

8 **A visibility matching tone reproduction operator for high dynamic range scenes**
Larson, G.W.; Rushmeier, H.; Piatko, C.;
Visualization and Computer Graphics, IEEE Transactions on ,Volume: 3 , Issue: 4 , Oct.-Dec. 1997
Pages:291 - 306

[Abstract] [PDF Full-Text (2196KB)] IEEE JNL

9 **Implementation and analysis of an image-based global illumination framework for animated environments**
Nimeroff, J.; Dorsey, J.; Rushmeier, H.;
Visualization and Computer Graphics, IEEE Transactions on ,Volume: 2 , Issue: 4 , Dec. 1996
Pages:283 - 298

[Abstract] [PDF Full-Text (2388KB)] IEEE JNL

10 **Volume rendering of pool fire data**
Rushmeier, H.; Hamins, A.; Mun Young Choi;
Computer Graphics and Applications, IEEE ,Volume: 15 , Issue: 4 , July 1995
Pages:62 - 67

[Abstract] [PDF Full-Text (480KB)] IEEE JNL

11 **Tone reproduction for realistic images**
Tumblin, J.; Rushmeier, H.;
Computer Graphics and Applications, IEEE ,Volume: 13 , Issue: 6 , Nov. 1993
Pages:42 - 48

[Abstract] [PDF Full-Text (520KB)] IEEE JNL

12 **Scanning and processing 3D objects for web display**
Farouk, M.; El-Rifai, I.; El-Tayar, S.; El-Shishiny, H.; Hosny, M.; El-Rayes, M.; Gomes, J.; Giordano, F.; Rushmeier, H.; Bernardini, F.; Magerlein, K.;
3-D Digital Imaging and Modeling, 2003. 3DIM 2003. Proceedings. Fourth International Conference on , 6-10 Oct. 2003
Pages:310 - 317

[Abstract] [PDF Full-Text (4586KB)] IEEE CNF

13 **Image-based object editing**
Rushmeier, H.; Gomes, J.; Balmelli, L.; Bernardini, F.; Taubin, G.;
3-D Digital Imaging and Modeling, 2003. 3DIM 2003. Proceedings. Fourth International Conference on , 6-10 Oct. 2003
Pages:20 - 27

[Abstract] [PDF Full-Text (4394KB)] IEEE CNF

14 **Implementation of a shadow carving system for shape capture**
Savarese, S.; Rushmeier, H.; Bernardini, F.; Perona, P.;
3D Data Processing Visualization and Transmission, 2002. Proceedings. First International Symposium on , 19-21 June 2002
Pages:12 - 23

[Abstract] [PDF Full-Text (781KB)] IEEE CNF

15 **Shadow carving**
Savarese, S.; Rushmeier, H.; Bernardini, F.; Perona, P.;
Computer Vision, 2001. ICCV 2001. Proceedings. Eighth IEEE International Conference on ,Volume: 1 , 7-14 July 2001
Pages:190 - 197 vol.1

[Abstract] [PDF Full-Text (704KB)] IEEE CNF

1 2 Next

IEEE HOME | SEARCH IEEE | SHOP | WEB ACCOUNT | CONTACT IEEE

IEEE

Membership Publications/Services Standards Conferences Careers/Jobs

IEEE Xplore® RELEASE 1.6

Welcome
United States Patent and Trademark Office

IEEE Xplore®
1 Million Documents
1 Million Users
And Growing

Help FAQ Terms IEEE Peer Review

Quick Links

» Search Results

Welcome to IEEE Xplore®
- Home
- What Can I Access?
- Log-out

Tables of Contents
- Journals & Magazines
- Conference Proceedings
- Standards

Search
- By Author
- Basic
- Advanced

Member Services
- Join IEEE
- Establish IEEE Web Account
- Access the IEEE Member Digital Library

Your search matched **20** documents.

A maximum of **500** results are displayed, **15** to a page, sorted by **Relevance** in **Descending** order.

Results Key:
JNL = Journal or Magazine **CNF** = Conference **STD** = Standard

16 **3D capture for computer graphics**
Rushmeier, H.E.;
3-D Digital Imaging and Modeling, 2001. Proceedings. Third International Conference on , 28 May-1 June 2001
Pages:375 - 381

[Abstract] [PDF Full-Text (712KB)] IEEE CNF

17 **Computing consistent normals and colors from photometric data**
Rushmeier, H.; Bernardini, F.;
3-D Digital Imaging and Modeling, 1999. Proceedings. Second International Conference on , 4-8 Oct. 1999
Pages:99 - 108

[Abstract] [PDF Full-Text (300KB)] IEEE CNF

18 **Case study: visualizing customer segmentations produced by self organizing maps**
Rushmeier, H.; Lawrence, R.; Almasi, G.;
Visualization '97., Proceedings , 19-24 Oct. 1997
Pages:463 - 466, 578

[Abstract] [PDF Full-Text (548KB)] IEEE CNF

19 **A system for measuring surface facet orientation from atomic force microscope data**
Hagedorn, J.; Rushmeier, H.; Blendell, J.; Vaudin, M.;
Visualization '96. Proceedings. , 27 Oct.-1 Nov. 1996
Pages:397 - 400, 508

[Abstract] [PDF Full-Text (912KB)] IEEE CNF

20 **Volume rendering of pool fire data**
Rushmeier, H.E.; Hamins, A.; Choi, M.-Y.;
Visualization, 1994., Visualization '94, Proceedings., IEEE Conference on , 17-21 Oct. 1994
Pages:382 - 385, CP45

[Abstract] [PDF Full-Text (328KB)] IEEE CNF

Prev 1 2

Copyright © 2004 IEEE — All rights reserved

IEEE HOME | SEARCH IEEE | SHOP | WEB ACCOUNT | CONTACT IEEE

IEEE

Membership Publications/Services Standards Conferences Careers/Jobs

IEEE Xplore® RELEASE 1.6

Welcome
United States Patent and Trademark Office

IEEE Xplore®
1 Million Documents
1 Million Users
...And Growing

Help FAQ Terms IEEE Peer Review

Quick Links

» Search Results

Welcome to IEEE Xplore®
- Home
- What Can I Access?
- Log-out

Tables of Contents
- Journals & Magazines
- Conference Proceedings
- Standards

Search
- By Author
- Basic
- Advanced

Member Services
- Join IEEE
- Establish IEEE Web Account
- Access the IEEE Member Digital Library

Your search matched **24** documents.

A maximum of **500** results are displayed, **15** to a page, sorted by **Relevance** in **Descending** order.

Results Key:
JNL = Journal or Magazine **CNF** = Conference **STD** = Standard

1 **Computing and rendering point set surfaces**
Alexa, M.; Behr, J.; Cohen-Or, D.; Fleishman, S.; Levin, D.; Silva, C.T.;
Visualization and Computer Graphics, IEEE Transactions on ,Volume: 9 , Issue: 1 , Jan.-March 2003
Pages:3 - 15

[Abstract] [PDF Full-Text (2610KB)] IEEE JNL

2 **A survey of visibility for walkthrough applications**
Cohen-Or, D.; Chrysanthou, Y.L.; Silva, C.T.; Durand, F.;
Visualization and Computer Graphics, IEEE Transactions on ,Volume: 9 , Issue: 3 , July-Sept. 2003
Pages:412 - 431

[Abstract] [PDF Full-Text (1374KB)] IEEE JNL

3 **Out-of-core rendering of large, unstructured grids**
Farias, R.; Silva, C.T.;
Computer Graphics and Applications, IEEE ,Volume: 21 , Issue: 4 , July-Aug. 2001
Pages:42 - 50

[Abstract] [PDF Full-Text (448KB)] IEEE JNL

4 **Efficient conservative visibility culling using the prioritized-layered projection algorithm**
Klosowski, J.T.; Silva, C.T.;
Visualization and Computer Graphics, IEEE Transactions on ,Volume: 7 , Issue: 4 , Oct.-Dec. 2001
Pages:365 - 379

[Abstract] [PDF Full-Text (691KB)] IEEE JNL

5 **The prioritized-layered projection algorithm for visible set estimation**
Klosowski, J.T.; Silva, C.T.;
Visualization and Computer Graphics, IEEE Transactions on ,Volume: 6 , Issue: 2 , April-June 2000
Pages:108 - 123

[Abstract] [PDF Full-Text (1284KB)] IEEE JNL

6 **Corrections to "the prioritized-layered projection algorithm for visible set estimation"**
Klosowski, J.T.; Silva, C.T.;
Visualization and Computer Graphics, IEEE Transactions on ,Volume: 6 , Issue: 4 , Oct.-Dec. 2000
Pages:380 - 380

[Abstract] [PDF Full-Text (84KB)] IEEE JNL

7 **The lazy sweep ray casting algorithm for rendering irregular grids**
Silva, C.T.; Mitchell, J.S.B.;
Visualization and Computer Graphics, IEEE Transactions on ,Volume: 3 , Issue: 2 , April-June 1997
Pages:142 - 157

[Abstract] [PDF Full-Text (1116KB)] IEEE JNL

8 **PVR: high-performance volume rendering**
Silva, C.T.; Kaufman, A.E.; Pavlakos, C.;
Computational Science and Engineering, IEEE [see also Computing in Science & Engineering] ,Volume: 3 , Issue: 4 , Winter 1996
Pages:18 - 28

[Abstract] [PDF Full-Text (2104KB)] IEEE JNL

9 **Visualizing spatial and temporal variability in coastal observatories**
Jimenez, W.H.; Correa, W.T.; Silva, C.T.; Baptista, A.M.;
Visualization, 2003. VIS 2003. IEEE , 19-24 Oct. 2003
Pages:569 - 574

[Abstract] [PDF Full-Text (532KB)] IEEE CNF

10 **Visibility-based prefetching for interactive out-of-core rendering**
Correa, W.T.; Klosowski, J.T.; Silva, C.T.;
Parallel and Large-Data Visualization and Graphics, 2003. PVG 2003. IEEE Symposium on , Oct. 20-21, 2003
Pages:1 - 8

[Abstract] [PDF Full-Text (550KB)] IEEE CNF

11 **Towards point-based acquisition and rendering of large real-world environments**
Correa, W.T.; Fleishman, S.; Silva, C.T.;
Computer Graphics and Image Processing, 2002. Proceedings. XV Brazilian Symposium on , 7-10 Oct. 2002
Pages:59 - 66

[Abstract] [PDF Full-Text (1205KB)] IEEE CNF

12 **Integrating occlusion culling with view-dependent rendering**
El-Sana, J.; Sokolovsky, N.; Silva, C.T.;
Visualization, 2001. VIS '01. Proceedings , Oct. 21-26, 2001
Pages:371 - 378

[Abstract] [PDF Full-Text (793KB)] IEEE CNF

13 **A memory insensitive technique for large model simplification**
Lindstrom, P.; Silva, C.T.;
Visualization, 2001. VIS '01. Proceedings , Oct. 21-26, 2001
Pages:121 - 126

[Abstract] [PDF Full-Text (626KB)] IEEE CNF

14 **Point set surfaces**
Alexa, M.; Behr, J.; Cohen-Or, D.; Fleishman, S.; Levin, D.; Silva, C.T.;
Visualization, 2001. VIS '01. Proceedings , Oct. 21-26, 2001
Pages:21 - 28

[Abstract] [PDF Full-Text (882KB)] IEEE CNF

15 **A unified infrastructure for parallel out-of-core isosurface extraction and volume rendering of unstructured grids**
Yi-Jen Chiang; Farias, R.; Silva, C.T.; Bin Wei;
Parallel and Large-Data Visualization and Graphics, 2001. Proceedings. IEEE 2001 Symposium on , 22-23 Oct. 2001
Pages:59 - 151

[Abstract] [PDF Full-Text (789KB)] IEEE CNF

1 2 Next

IEEE HOME | SEARCH IEEE | SHOP | WEB ACCOUNT | CONTACT IEEE

IEEE

Membership Publications/Services Standards Conferences Careers/Jobs

IEEE Xplore® RELEASE 1.6

Welcome
United States Patent and Trademark Office

IEEE Xplore®
1 Million Documents
1 Million Users
...And Growing

Help FAQ Terms IEEE Peer Review

Quick Links

» Search Results

Welcome to IEEE Xplore®

- Home
- What Can I Access?
- Log-out

Tables of Contents

- Journals & Magazines
- Conference Proceedings
- Standards

Search

- By Author
- Basic
- Advanced

Member Services

- Join IEEE
- Establish IEEE Web Account
- Access the IEEE Member Digital Library

Your search matched **24** documents.

A maximum of **500** results are displayed, **15** to a page, sorted by **Relevance** in **Descending** order.

Results Key:
JNL = Journal or Magazine **CNF** = Conference **STD** = Standard

16 **Time-critical rendering of irregular grids**
Farias, R.; Mitchell, J.S.B.; Silva, C.T.; Wylie, B.;
Computer Graphics and Image Processing, 2000. Proceedings XIII Brazilian Symposium on , 17-20 Oct. 2000
Pages:243 - 250

[Abstract] [PDF Full-Text (784KB)] IEEE CNF

17 **Rendering on a budget: a framework for time-critical rendering**
Klosowski, J.T.; Silva, C.T.;
Visualization '99. Proceedings , 24-29 Oct. 1999
Pages:115 - 516

[Abstract] [PDF Full-Text (896KB)] IEEE CNF

18 **An exact interactive time visibility ordering algorithm for polyhedral cell complexes**
Silva, C.T.; Mitchell, J.S.B.; Williams, P.L.;
Volume Visualization, 1998. IEEE Symposium on , 19-20 Oct. 1998
Pages:87 - 94, 171

[Abstract] [PDF Full-Text (840KB)] IEEE CNF

19 **Interactive out-of-core isosurface extraction**
Chiang, Y.-J.; Silva, C.T.; Schroeder, W.J.;
Visualization '98. Proceedings , 18-23 Oct. 1998
Pages:167 - 174, 530

[Abstract] [PDF Full-Text (1140KB)] IEEE CNF

20 **I/O optimal isosurface extraction**
Yi-Jen Chiang; Silva, C.T.;
Visualization '97., Proceedings , 19-24 Oct. 1997
Pages:293 - 300, 554

[Abstract] [PDF Full-Text (1040KB)] IEEE CNF

21 **Wavelet and entropy analysis combination to evaluate diffusion and correlation behaviours**
Chiou, R.C.H.; Ferreira, M.A.G.V.; Silva, C.T.; Kaufman, A.E.;
Computer Graphics and Image Processing, 1997. Proceedings., X Brazilian Symposium on , 14-17 Oct. 1997
Pages:119 - 125

[Abstract] [PDF Full-Text (656KB)] IEEE CNF

22 **Fast rendering of irregular grids**
Silva, C.T.; Mitchell, J.S.B.; Kaufman, A.E.;
Volume Visualization, 1996. Proceedings., 1996 Symposium on , 28-29 Oct. 1996
Pages:15 - 22, 97

[Abstract] [PDF Full-Text (1064KB)] IEEE CNF

23 **Automatic generation of triangular irregular networks using greedy cuts**
Silva, C.T.; Mitchell, J.S.B.; Kaufman, A.E.;
Visualization, 1995. Visualization '95. Proceedings., IEEE Conference on , 29 Oct.-3 Nov. 1995
Pages:201 - 208, 453

[Abstract] [PDF Full-Text (744KB)] IEEE CNF

24 **Parallel performance measures for volume ray casting**
Silva, C.T.; Kaufman, A.E.;
Visualization, 1994., Visualization '94, Proceedings., IEEE Conference on , 17-21 Oct. 1994
Pages:196 - 203

[Abstract] [PDF Full-Text (620KB)] IEEE CNF

Prev 1 2

Home | Log-out | Journals | Conference Proceedings | Standards | Search by Author | Basic Search | Advanced Search | Join IEEE | Web Account | New this week | OPAC Linking Information | Your Feedback | Technical Support | Email Alerting | No Robots Please | Release Notes | IEEE Online Publications | Help | FAQ| Terms | Back to Top

Copyright © 2004 IEEE — All rights reserved

IEEE HOME | SEARCH IEEE | SHOP | WEB ACCOUNT | CONTACT IEEE

IEEE

Membership Publications/Services Standards Conferences Careers/Jobs

IEEE Xplore® RELEASE 1.6

Welcome
United States Patent and Trademark Office

IEEE Xplore®
1 Million Documents
1 Million Users
...And Growing

» Search Results

Help FAQ Terms IEEE Peer Review

Quick Links

Welcome to IEEE Xplore®
- Home
- What Can I Access?
- Log-out

Tables of Contents
- Journals & Magazines
- Conference Proceedings
- Standards

Search
- By Author
- Basic
- Advanced

Member Services
- Join IEEE
- Establish IEEE Web Account
- Access the IEEE Member Digital Library

Your search matched **28** documents.

A maximum of **500** results are displayed, **15** to a page, sorted by **Relevance** in **Descending** order.

Results Key:
JNL = Journal or Magazine **CNF** = Conference **STD** = Standard

1 **Building a digital model of Michelangelo's Florentine Pieta**
Bernardini, F.; Rushmeier, H.; Martin, I.M.; Mittleman, J.; Taubin, G.;
Computer Graphics and Applications, IEEE ,Volume: 22 , Issue: 1 , Jan.-Feb. 2002
Pages:59 - 67

[Abstract] [PDF Full-Text (814KB)] IEEE JNL

2 **Cutting and stitching: converting sets of polygons to manifold surfaces**
Gueziec, A.; Taubin, G.; Lazarus, F.; Hom, B.;
Visualization and Computer Graphics, IEEE Transactions on ,Volume: 7 , Issue: 2 , April-June 2001
Pages:136 - 151

[Abstract] [PDF Full-Text (1256KB)] IEEE JNL

3 **The ball-pivoting algorithm for surface reconstruction**
Bernardini, F.; Mittleman, J.; Rushmeier, H.; Silva, C.; Taubin, G.;
Visualization and Computer Graphics, IEEE Transactions on ,Volume: 5 , Issue: 4 , Oct.-Dec. 1999
Pages:349 - 359

[Abstract] [PDF Full-Text (936KB)] IEEE JNL

4 **A framework for streaming geometry in VRML**
Gueziec, A.; Taubin, G.; Horn, B.; Lazarus, F.;
Computer Graphics and Applications, IEEE ,Volume: 19 , Issue: 2 , March-April 1999
Pages:68 - 78

[Abstract] [PDF Full-Text (1068KB)] IEEE JNL

5 **Geometry coding and VRML**
Taubin, G.; Horn, W.P.; Lazarus, F.; Rossignac, J.;
Proceedings of the IEEE ,Volume: 86 , Issue: 6 , June 1998
Pages:1228 - 1243

[Abstract] [PDF Full-Text (336KB)] IEEE JNL

6 **Implicit simplicial models for adaptive curve reconstruction**
Taubin, G.; Ronfard, R.;
Pattern Analysis and Machine Intelligence, IEEE Transactions on ,Volume: 18 , Issue: 3 , March 1996
Pages:321 - 325

[Abstract] [PDF Full-Text (540KB)] IEEE JNL

7 **Rasterizing algebraic curves and surfaces**
Taubin, G.;
Computer Graphics and Applications, IEEE ,Volume: 14 , Issue: 2 , March 1994
Pages:14 - 23

[Abstract] [PDF Full-Text (696KB)] IEEE JNL

8 **Parameterized families of polynomials for bounded algebraic curve and surface fitting**
Taubin, G.; Cukierman, F.; Sullivan, S.; Ponce, J.; Kriegman, D.J.;
Pattern Analysis and Machine Intelligence, IEEE Transactions on ,Volume: 16 , Issue: 3 , March 1994
Pages:287 - 303

[Abstract] [PDF Full-Text (2144KB)] IEEE JNL

9 **Estimation of planar curves, surfaces, and nonplanar space curves defined by implicit equations with applications to edge and range image segmentation**
Taubin, G.;
Pattern Analysis and Machine Intelligence, IEEE Transactions on ,Volume: 13 , Issue: 11 , Nov. 1991
Pages:1115 - 1138

[Abstract] [PDF Full-Text (2212KB)] IEEE JNL

10 **New results in signal processing and compression of polygon meshes**
Taubin, G.;
Shape Modeling International, 2003 , 12-15 May 2003
Pages:45

[Abstract] [PDF Full-Text (180KB)] IEEE CNF

11 **Image-based object editing**
Rushmeier, H.; Gomes, J.; Balmelli, L.; Bernardini, F.; Taubin, G.;
3-D Digital Imaging and Modeling, 2003. 3DIM 2003. Proceedings. Fourth International Conference on , 6-10 Oct. 2003
Pages:20 - 27

[Abstract] [PDF Full-Text (4394KB)] IEEE CNF

12 **Volume warping for adaptive isosurface extraction**
Balmelli, L.; Morris, C.J.; Taubin, G.; Bernardini, F.;
Visualization, 2002. VIS 2002. IEEE , 27 Oct.-1 Nov. 2002
Pages:467 - 474

[Abstract] [PDF Full-Text (742KB)] IEEE CNF

13 **BLIC: Bi-Level Isosurface Compression**
Taubin, G.;
Visualization, 2002. VIS 2002. IEEE , 27 Oct.-1 Nov. 2002
Pages:451 - 458

[Abstract] [PDF Full-Text (699KB)] IEEE CNF

14 **Advances in mesh signal processing and geometry compression**
Taubin, G.;
3D Data Processing Visualization and Transmission, 2002. Proceedings. First International Symposium on , 19-21 June 2002
Pages:600

[Abstract] [PDF Full-Text (174KB)] IEEE CNF

15 **Dual mesh resampling**
Taubin, G.;
Computer Graphics and Applications, 2001. Proceedings. Ninth Pacific Conference on , 16-18 Oct. 2001
Pages:180 - 188

[Abstract] [PDF Full-Text (1354KB)] IEEE CNF

1 2 Next

Copyright © 2004 IEEE — All rights reserved

IEEE HOME | SEARCH IEEE | SHOP | WEB ACCOUNT | CONTACT IEEE

IEEE

Membership Publications/Services Standards Conferences Careers/Jobs

IEEE Xplore® RELEASE 1.6

Welcome
United States Patent and Trademark Office

IEEE Xplore®
1 Million Documents
1 Million Users
...And Growing

Help FAQ Terms IEEE Peer Review

Quick Links

» Search Results

Welcome to IEEE Xplore®

- Home
- What Can I Access?
- Log-out

Tables of Contents

- Journals & Magazines
- Conference Proceedings
- Standards

Search

- By Author
- Basic
- Advanced

Member Services

- Join IEEE
- Establish IEEE Web Account
- Access the IEEE Member Digital Library

Your search matched **2** documents that contain **ball-pivoting algorithm**

A maximum of **500** results are displayed, **15** to a page, sorted by **Relevance** in **Descending** order.

Results Key:
JNL = Journal or Magazine **CNF** = Conference **STD** = Standard

1 **The ball-pivoting algorithm for surface reconstruction**
Bernardini, F.; Mittleman, J.; Rushmeier, H.; Silva, C.; Taubin, G.;
Visualization and Computer Graphics, IEEE Transactions on ,Volume: 5 , Issue: 4 , Oct.-Dec. 1999
Pages:349 - 359

[Abstract] [PDF Full-Text (936KB)] IEEE JNL

2 **A topological framework for advancing front triangulation**
Medeiros, E.; Velho, L.; Lopes, H.;
Computer Graphics and Image Processing, 2003. SIBGRAPI 2003. XVI Brazilian Symposium on , 12-15 Oct. 2003
Pages:45 - 51

[Abstract] [PDF Full-Text (574KB)] IEEE CNF

Copyright © 2004 IEEE — All rights reserved

IEEE HOME | SEARCH IEEE | SHOP | WEB ACCOUNT | CONTACT IEEE

IEEE

Membership Publications/Services Standards Conferences Careers/Jobs

IEEE Xplore® RELEASE 1.6

Welcome
United States Patent and Trademark Office

IEEE Xplore®
1 Million Documents
1 Million Users
And Growing

Help FAQ Terms IEEE Peer Review

Quick Links

» Search Results

Welcome to IEEE Xplore®
- Home
- What Can I Access?
- Log-out

Tables of Contents
- Journals & Magazines
- Conference Proceedings
- Standards

Search
- By Author
- Basic
- Advanced

Member Services
- Join IEEE
- Establish IEEE Web Account
- Access the IEEE Member Digital Library

Your search matched **2** documents that contain **seed triangle**

A maximum of **500** results are displayed, **15** to a page, sorted by **Relevance** in **Descending** order.

Results Key:
JNL = Journal or Magazine **CNF** = Conference **STD** = Standard

1 **The ball-pivoting algorithm for surface reconstruction**
Bernardini, F.; Mittleman, J.; Rushmeier, H.; Silva, C.; Taubin, G.;
Visualization and Computer Graphics, IEEE Transactions on ,Volume: 5 , Issue: 4 , Oct.-Dec. 1999
Pages:349 - 359

[Abstract] [PDF Full-Text (936KB)] IEEE JNL

2 **The 3D kaleidoscope**
Blinn, J.F.;
Computer Graphics and Applications, IEEE ,Volume: 8 , Issue: 5 , Sept. 1988
Pages:9 - 14

[Abstract] [PDF Full-Text (508KB)] IEEE JNL

Copyright © 2004 IEEE — All rights reserved

IEEE HOME | SEARCH IEEE | SHOP | WEB ACCOUNT | CONTACT IEEE

IEEE

Membership Publications/Services Standards Conferences Careers/Jobs

IEEE Xplore® RELEASE 1.6

Welcome
United States Patent and Trademark Office

IEEE Xplore®
1 Million Documents
1 Million Users
...And Growing

Help FAQ Terms IEEE Peer Review

Quick Links

» Search Results

Welcome to IEEE Xplore®

- Home
- What Can I Access?
- Log-out

Tables of Contents

- Journals & Magazines
- Conference Proceedings
- Standards

Search

- By Author
- Basic
- Advanced

Member Services

- Join IEEE
- Establish IEEE Web Account
- Access the IEEE Member Digital Library

Your search matched **2** of **1013964** documents.
A maximum of **500** results are displayed, **15** to a page, sorted by **Relevance** in **Descending** order.

Refine This Search:
You may refine your search by editing the current search expression or entering a new one in the text box.

surface reconstruction <and> triangle mesh Search

Check to search within this result set

Results Key:
JNL = Journal or Magazine **CNF** = Conference **STD** = Standard

1 **The ball-pivoting algorithm for surface reconstruction**
Bernardini, F.; Mittleman, J.; Rushmeier, H.; Silva, C.; Taubin, G.;
Visualization and Computer Graphics, IEEE Transactions on , Volume: 5 , Issue: 4 , Oct.-Dec. 1999
Pages:349 - 359

[Abstract] [PDF Full-Text (936 KB)] IEEE JNL

2 **Triangle mesh-based edge detection and its application to surface segmentation and adaptive surface smoothing**
Sun, Y.; Page, D.L.; Paik, J.K.; Koschan, A.; Abidi, M.A.;
Image Processing. 2002. Proceedings. 2002 International Conference on , Volume: 3 , 24-28 June 2002
Pages:825 - 828 vol.3

[Abstract] [PDF Full-Text (363 KB)] IEEE CNF

Copyright © 2004 IEEE — All rights reserved

IEEE HOME | SEARCH IEEE | SHOP | WEB ACCOUNT | CONTACT IEEE

IEEE

Membership Publications/Services Standards Conferences Careers/Jobs

IEEE Xplore® RELEASE 1.6

Welcome
United States Patent and Trademark Office

IEEE Xplore®
1 Million Documents
1 Million Users
...And Growing

Help FAQ Terms IEEE Peer Review

Quick Links

» Search Results

Welcome to IEEE Xplore®

- Home
- What Can I Access?
- Log-out

Tables of Contents

- Journals & Magazines
- Conference Proceedings
- Standards

Search

- By Author
- Basic
- Advanced

Member Services

- Join IEEE
- Establish IEEE Web Account
- Access the IEEE Member Digital Library

Your search matched **17** of **1013964** documents.
A maximum of **500** results are displayed, **50** to a page, sorted by **Publication year** in **Descending** order.

Refine This Search:
You may refine your search by editing the current search expression or entering a new one in the text box.

laser range scanner Search

☐ Check to search within this result set

Results Key:
JNL = Journal or Magazine **CNF** = Conference **STD** = Standard

---

1 **Constructing the generalized local Voronoi diagram from laser range scanner data**
Mahkovic, R.; Slivnik, T.;
Systems, Man and Cybernetics, Part A, IEEE Transactions on , Volume: 30 , Issue: 6 , Nov. 2000
Pages:710 - 719

[Abstract] [PDF Full-Text (300 KB)] IEEE JNL

---

2 **Dense range image smoothing using adaptive regularization**
Yiyong Sun; Joon-Ki Paik; Price, J.R.; Abidi, M.A.;
Image Processing, 2000. Proceedings. 2000 International Conference on , Volume: 2 , 10-13 Sept. 2000

Pages:744 - 747 vol.2

[Abstract] [PDF Full-Text (520 KB)] IEEE CNF

---

3 **A computer-assisted range image registration system for nuclear waste cleanup**
Gagnon, E.; Rivest, J.-F.; Greenspan, M.; Burtnyk, N.;
Instrumentation and Measurement, IEEE Transactions on , Volume: 48 , Issue: 3 , June 1999
Pages:758 - 762

[Abstract] [PDF Full-Text (1164 KB)] IEEE JNL

---

4 **Registration and integration of multiple object views for 3D model construction**
Dorai, C.; Wang, G.; Jain, A.K.; Mercer, C.;
Pattern Analysis and Machine Intelligence, IEEE Transactions on , Volume: 20 , Issue: 1 , Jan. 1998
Pages:83 - 89

[Abstract] [PDF Full-Text (4712 KB)] IEEE JNL

---

5 **Laser intensity-based obstacle detection**
Hancock, J.; Hebert, M.; Thorpe, C.;
Intelligent Robots and Systems, 1998. Proceedings., 1998 IEEE/RSJ International Conference on , Volume: 3 , 13-17 Oct. 1998
Pages:1541 - 1546 vol.3

[Abstract] [PDF Full-Text (468 KB)] IEEE CNF

---

6 **Graph-based surface reconstruction using structures in scattered point sets**
Mencl, R.; Muller, H.;
Computer Graphics International, 1998. Proceedings , 22-26 June 1998

Pages:298 - 311

[Abstract] [PDF Full-Text (1796 KB)] IEEE CNF

---

7 **Generalized local Voronoi diagram of visible region**
Mahkovic, R.; Slivnik, T.;
Robotics and Automation, 1998. Proceedings. 1998 IEEE International Conference on , Volume: 1 , 16-20 May 1998
Pages:349 - 355 vol.1

[Abstract] [PDF Full-Text (608 KB)] IEEE CNF

---

8 **Animated talking head with personalized 3D head model**
Chen, L.S.; Huang, T.S.; Ostermann, J.;
Multimedia Signal Processing, 1997., IEEE First Workshop on , 23-25 June 1997
Pages:274 - 279

[Abstract] [PDF Full-Text (468 KB)] IEEE CNF

---

9 **Using PCA to model shape for process control**
Crida, R.C.; Stoddart, A.J.; Illingworth, J.;
3-D Digital Imaging and Modeling, 1997. Proceedings., International Conference on Recent Advances in , 12-15 May 1997
Pages:318 - 325

[Abstract] [PDF Full-Text (904 KB)] IEEE CNF

---

10 **From images to models: automatic 3D object model construction from multiple views**
Dorai, C.; Gang Wang; Jain, A.K.; Mercer, C.;
Pattern Recognition, 1996., Proceedings of the 13th International Conference on , Volume: 1 , 25-29 Aug. 1996
Pages:770 - 774 vol.1

[Abstract] [PDF Full-Text (548 KB)] IEEE CNF

---

11 **A computer-assisted range image registration system for nuclear waste cleanup**
Gagnon, E.; Rivest, J.-F.; Greenspan, M.; Burtnyk, N.;
Instrumentation and Measurement Technology Conference, 1996. IMTC-96. Conference Proceedings. 'Quality Measurements: The Indispensable Bridge between Theory and Reality'., IEEE , Volume: 1 , 1996
Pages:106 - 110 vol.1

[Abstract] [PDF Full-Text (484 KB)] IEEE CNF

---

12 **Spatial occupancy recovery from a multiple-view range imaging system for path planning applications**
Jung, D.; Gupta, K.K.;
Systems, Man and Cybernetics, 1995. 'Intelligent Systems for the 21st Century'., IEEE International Conference on , Volume: 1 , 22-25 Oct. 1995
Pages:472 - 477 vol.1

[Abstract] [PDF Full-Text (560 KB)] IEEE CNF

---

13 **Fuzzy logic-based data integration: theory and applications**
Abdulghafour, M.; Fellah, A.; Abidi, M.A.;
Multisensor Fusion and Integration for Intelligent Systems, 1994. IEEE International Conference on MFI '94. , 2-5 Oct. 1994
Pages:151 - 160

[Abstract] [PDF Full-Text (740 KB)] IEEE CNF

---

14 **Map updating and path planning for real-time mobile robot navigation**
Stuck, E.R.; Manz, A.; Green, D.A.; Elgazzar, S.;
Intelligent Robots and Systems '94. 'Advanced Robotic Systems and the Real World', IROS '94. Proceedings of the IEEE/RSJ/GI International Conference on , Volume: 2 , 12-16 Sept. 1994
Pages:753 - 760 vol.2

[Abstract] [PDF Full-Text (860 KB)] IEEE CNF

15 **Range-video fusion and comparison of inverse perspective algorithms in static images**
Morgenthaler, D.G.; Hennessy, S.; DeMenthon, D.;
Systems, Man and Cybernetics, IEEE Transactions on , Volume: 20 , Issue: 6 , Nov.-Dec. 1990
Pages:1301 - 1312

[Abstract] [PDF Full-Text (1056 KB)] IEEE JNL

16 **An operational perception system for cross-country navigation**
Daily, M.J.; Harris, J.G.; Reiser, K.;
Computer Vision and Pattern Recognition, 1988. Proceedings CVPR '88., Computer Society Conference on , 5-9 June 1988
Pages:794 - 802

[Abstract] [PDF Full-Text (792 KB)] IEEE CNF

17 **Video road-following for the autonomous land vehicle**
Turk, M.; Morgenthaler, D.; Gremban, K.; Marra, M.;
Robotics and Automation. Proceedings. 1987 IEEE International Conference on , Volume: 4 , Mar 1987
Pages:273 - 280

[Abstract] [PDF Full-Text (1024 KB)] IEEE CNF

Copyright © 2004 IEEE — All rights reserved

IEEE HOME | SEARCH IEEE | SHOP | WEB ACCOUNT | CONTACT IEEE

IEEE

Membership Publications/Services Standards Conferences Careers/Jobs

IEEE Xplore® RELEASE 1.6

Welcome
United States Patent and Trademark Office

IEEE Xplore®
1 Million Documents
1 Million Users
And Growing

Help FAQ Terms IEEE Peer Review

Quick Links

» Search Results

Welcome to IEEE Xplore®

- Home
- What Can I Access?
- Log-out

Tables of Contents

- Journals & Magazines
- Conference Proceedings
- Standards

Search

- By Author
- Basic
- Advanced

Member Services

- Join IEEE
- Establish IEEE Web Account
- Access the IEEE Member Digital Library

Your search matched **3** of **1013964** documents.
A maximum of **500** results are displayed, **50** to a page, sorted by **Publication year** in **Descending** order.

Refine This Search:
You may refine your search by editing the current search expression or entering a new one in the text box.

surface reconstruct* <and> edge <and> triangle Search

☐ Check to search within this result set

Results Key:
JNL = Journal or Magazine **CNF** = Conference **STD** = Standard

---

1 **The ball-pivoting algorithm for surface reconstruction**
Bernardini, F.; Mittleman, J.; Rushmeier, H.; Silva, C.; Taubin, G.;
Visualization and Computer Graphics, IEEE Transactions on , Volume: 5 , Issue: 4 , Oct.-Dec. 1999
Pages:349 - 359

[Abstract] [PDF Full-Text (936 KB)] IEEE JNL

---

2 **Spiraling Edge: fast surface reconstruction from partially organized sample points**
Crossno, P.; Angel, E.;
Visualization '99. Proceedings , 24-29 Oct. 1999
Pages:317 - 538

[Abstract] [PDF Full-Text (2020 KB)] IEEE CNF

---

3 **Surface reconstruction in overlapping range images for generating close-surface 3-D object models**
Hongbin Zha; Malkimoto, Y.; Hasegawa, T.;
Systems, Man, and Cybernetics, 1998. 1998 IEEE International Conference on , Volume: 5 , 11-14 Oct. 1998
Pages:4530 - 4535 vol.5

[Abstract] [PDF Full-Text (536 KB)] IEEE CNF

Copyright © 2004 IEEE — All rights reserved

IEEE HOME | SEARCH IEEE | SHOP | WEB ACCOUNT | CONTACT IEEE

IEEE

Membership Publications/Services Standards Conferences Careers/Jobs

IEEE Xplore® RELEASE 1.6

Welcome
United States Patent and Trademark Office

IEEE Xplore®
1 Million Documents
1 Million Users
...And Growing

Help FAQ Terms IEEE Peer Review

Quick Links

» Search Results

Welcome to IEEE Xplore®
- Home
- What Can I Access?
- Log-out

Tables of Contents
- Journals & Magazines
- Conference Proceedings
- Standards

Search
- By Author
- Basic
- Advanced

Member Services
- Join IEEE
- Establish IEEE Web Account
- Access the IEEE Member Digital Library

Your search matched **3** of **1013964** documents.
A maximum of **500** results are displayed, **50** to a page, sorted by **Publication year** in **Descending** order.

Refine This Search:
You may refine your search by editing the current search expression or entering a new one in the text box.

surface reconstruct* <and> region growing Search

☐ Check to search within this result set

Results Key:
JNL = Journal or Magazine **CNF** = Conference **STD** = Standard

---

1 **Polyhedral approximation and first order segmentation of unstructured point sets**
Isselhard, F.; Brunnett, G.; Schreiber, T.;
Computer Graphics International, 1998. Proceedings , 22-26 June 1998
Pages:433 - 441

[Abstract] [PDF Full-Text (1384 KB)] IEEE CNF

---

2 **A computer graphics program for navigation by stereovision**
Sung, E.; Tan, D.; Phuan, T.L.; Kee, C.W.; Choon, K.K.;
Industrial Electronics Society, 1990. IECON '90., 16th Annual Conference of IEEE , 27-30 Nov. 1990
Pages:488 - 493 vol.1

[Abstract] [PDF Full-Text (548 KB)] IEEE CNF

---

3 **Multiple pixel intensity region growing algorithm for surface reconstruction using ECG gated MRI**
Agris, J.M.; deFigueiredo, R.;
Engineering in Medicine and Biology Society, 1989. Images of the Twenty-First Century. Proceedings of the Annual International Conference of the IEEE Engineering in , 9-12 Nov. 1989
Pages:500 - 501 vol.2

[Abstract] [PDF Full-Text (116 KB)] IEEE CNF

Copyright © 2004 IEEE — All rights reserved

IEEE HOME | SEARCH IEEE | SHOP | WEB ACCOUNT | CONTACT IEEE

IEEE

Membership Publications/Services Standards Conferences Careers/Jobs

IEEE Xplore® RELEASE 1.6

Welcome
United States Patent and Trademark Office

IEEE Xplore®
1 Million Documents
1 Million Users
...And Growing

» Search Results

Help FAQ Terms IEEE Peer Review

Quick Links

Welcome to IEEE Xplore®
- Home
- What Can I Access?
- Log-out

Tables of Contents
- Journals & Magazines
- Conference Proceedings
- Standards

Search
- By Author
- Basic
- Advanced

Member Services
- Join IEEE
- Establish IEEE Web Account
- Access the IEEE Member Digital Library

Your search matched **7** of **1013964** documents.
A maximum of **500** results are displayed, **50** to a page, sorted by **Publication year** in **Descending** order.

Refine This Search:
You may refine your search by editing the current search expression or entering a new one in the text box.

surface modelling <and> range [Search]

☐ Check to search within this result set

Results Key:
JNL = Journal or Magazine **CNF** = Conference **STD** = Standard

1 **Modelling lossy surfaces using a wire method-of-moments code**
Clark, A.R.; Fourie, A.P.C.; Dresel, J.;
Microwaves, Antennas and Propagation, IEE Proceedings - , Volume: 147 , Issue: 3 , June 2000
Pages:247 - 248

[Abstract] [PDF Full-Text (120 KB)] IEE JNL

2 **Robust meshes from multiple range maps**
Pulli, K.; Duchamp, T.; Hoppe, H.; McDonald, J.; Shapiro, L.; Stuetzle, W.;
3-D Digital Imaging and Modeling, 1997. Proceedings., International Conference on Recent Advances in , 12-15 May 1997
Pages:205 - 211

[Abstract] [PDF Full-Text (608 KB)] IEEE CNF

3 **Dynamic smooth subdivision surfaces for data visualization**
Mandal, C.; Hong Qin; Vemuri, B.C.;
Visualization '97., Proceedings , 19-24 Oct. 1997
Pages:371 - 377, 562

[Abstract] [PDF Full-Text (764 KB)] IEEE CNF

4 **Towards a general multi-view registration technique**
Bergevin, R.; Soucy, M.; Gagnon, H.; Laurendeau, D.;
Pattern Analysis and Machine Intelligence, IEEE Transactions on , Volume: 18 , Issue: 5 , May 1996
Pages:540 - 547

[Abstract] [PDF Full-Text (1280 KB)] IEEE JNL

5 **Vapor phase treatment of CdTe/CdS thin films with $CdCl_2$:O_2**
McCandless, B.E.; Hichri, H.; Hanket, G.; Birkmire, R.W.;
Photovoltaic Specialists Conference, 1996., Conference Record of the Twenty Fifth IEEE , 13-17 May 1996
Pages:781 - 784

[Abstract] [PDF Full-Text (496 KB)] IEEE CNF

6 **Multi-resolution surface modeling from multiple range views**
Soucy, M.; Laurendeau, D.;
Computer Vision and Pattern Recognition, 1992. Proceedings CVPR '92., 1992 IEEE Computer Society

Conference on , 15-18 June 1992
Pages:348 - 353

[Abstract] [PDF Full-Text (564 KB)] IEEE CNF

---

7 **An information theoretic robust sequential procedure for surface model order selection in noisy range data**
Mirza, M.J.; Boyer, K.L.;
Computer Vision and Pattern Recognition, 1992. Proceedings CVPR '92., 1992 IEEE Computer Society Conference on , 15-18 June 1992
Pages:366 - 371

[Abstract] [PDF Full-Text (444 KB)] IEEE CNF

Copyright © 2004 IEEE — All rights reserved

IEEE HOME | SEARCH IEEE | SHOP | WEB ACCOUNT | CONTACT IEEE

IEEE

Membership Publications/Services Standards Conferences Careers/Jobs

IEEE Xplore® RELEASE 1.6

Welcome
United States Patent and Trademark Office

IEEE Xplore®
1 Million Documents
1 Million Users
...And Growing

Help FAQ Terms IEEE Peer Review

Quick Links

» Search Results

Welcome to IEEE Xplore®

- Home
- What Can I Access?
- Log-out

Tables of Contents

- Journals & Magazines
- Conference Proceedings
- Standards

Search

- By Author
- Basic
- Advanced

Member Services

- Join IEEE
- Establish IEEE Web Account
- Access the IEEE Member Digital Library

Your search matched **10** of **1013964** documents.
A maximum of **500** results are displayed, **15** to a page, sorted by **Publication year** in **Descending** order.

Refine This Search:
You may refine your search by editing the current search expression or entering a new one in the text box.

alpha shapes Search

☐ Check to search within this result set

Results Key:
JNL = Journal or Magazine **CNF** = Conference **STD** = Standard

---

1 **Shape similarity comparison of 3D models using alpha shapes**
Ohbuchi, R.; Takei, T.;
Computer Graphics and Applications, 2003. Proceedings. 11th Pacific Conference on , 8-10 Oct. 2003
Pages:293 - 302

[Abstract] [PDF Full-Text (675 KB)] IEEE CNF

---

2 **An improved /spl alpha/-Shapes algorithm for geometric reconstruction**
Bin Shyan Jong; Tsong Wu Lin; Wen Hao Yang; Kun Shyan Jong;
Distributed Computing Systems Workshops, 2002. Proceedings. 22nd International Conference on , 2-5 July 2002
Pages:228 - 232

[Abstract] [PDF Full-Text (335 KB)] IEEE CNF

---

3 **Modeling shape and topology of 3D images of biological specimens**
De-Alarcon, P.A.; Pascual-Montano, A.P.; Gupta, A.; Carazo, J.M.;
Pattern Recognition, 2002. Proceedings. 16th International Conference on , Volume: 1 , 11-15 Aug. 2002
Pages:79 - 82 vol.1

[Abstract] [PDF Full-Text (370 KB)] IEEE CNF

---

4 **Topological persistence and simplification**
Edelsbrunner, H.; Letscher, D.; Zomorodian, A.;
Foundations of Computer Science, 2000. Proceedings. 41st Annual Symposium on , 12-14 Nov. 2000
Pages:454 - 463

[Abstract] [PDF Full-Text (868 KB)] IEEE CNF

---

5 **Topology simplification for polygonal virtual environments**
El-Sana, J.; Varshney, A.;
Visualization and Computer Graphics, IEEE Transactions on , Volume: 4 , Issue: 2 , April-June 1998
Pages:133 - 144

[Abstract] [PDF Full-Text (3592 KB)] IEEE JNL

---

6 **Surface reconstruction with anisotropic density-scaled alpha shapes**
Teichmann, M.; Capps, M.;
Visualization '98. Proceedings , 18-23 Oct. 1998

Pages:67 - 72, 519

[Abstract] [PDF Full-Text (1124 KB)] IEEE CNF

---

7 **Viewing geometric protein structures from inside a CAVE**
Akkiraju, N.; Edelsbrunner, H.; Ping Fu; Jiang Qian;
Computer Graphics and Applications, IEEE , Volume: 16 , Issue: 4 , July 1996
Pages:58 - 61

[Abstract] [PDF Full-Text (780 KB)] IEEE JNL

---

8 **Sound assemblage for navigating distributed information**
Bargar, R.; Insook Choi;
Systems, Man and Cybernetics, 1995. 'Intelligent Systems for the 21st Century'., IEEE International Conference on , Volume: 3 , 22-25 Oct. 1995
Pages:2766 - 2771 vol.3

[Abstract] [PDF Full-Text (700 KB)] IEEE CNF

---

9 **Interval set: a volume rendering technique generalizing isosurface extraction**
Baining Guo;
Visualization, 1995. Visualization '95. Proceedings., IEEE Conference on , 29 Oct.-3 Nov. 1995
Pages:3 - 10, 342

[Abstract] [PDF Full-Text (748 KB)] IEEE CNF

---

10 **Introducing alpha shapes for the analysis of path integral Monte Carlo results**
Moran, P.J.; Wagner, M.;
Visualization, 1994., Visualization '94, Proceedings., IEEE Conference on , 17-21 Oct. 1994
Pages:52 - 59

[Abstract] [PDF Full-Text (692 KB)] IEEE CNF

Copyright © 2004 IEEE — All rights reserved

CiteSeer.IST will be unavailable from 9am March 20 to 12 midnight EST March 21 while we the system is being upgraded.

CiteSeer Find: seed triangle Documents Citations

Searching for **PHRASE seed triangle**.
Restrict to: Header Title Order by: Expected citations Hubs Usage Date Try: Amazon B&N Google (RI) Google (Web) CSB DBLP
11 documents found. **Order: number of citations.**

The Ball-Pivoting Algorithm for Surface Reconstruction - Bernardini, Mittleman.. (1999) (Correct) (17 citations)
www.research.ibm.com/vistechnology/pdf/bpa_tvcg.pdf

Three-Dimensional Delaunay Mesh Generation Using a.. - Fleischmann, Selberherr (1997) (Correct) (2 citations)
to which their normal vector points. Given a **seed triangle** (taken from the queue) a tetrahedron is
the tetrahedralization process with the given **seed triangles** each created tetrahedron will more likely
fea1.ansys.com/pub/sowen/imr6/fleischmann97.ps.gz

An FPGA Implementation of Triangle Mesh Decompression - Mitra, Chiueh (2002) (Correct) (1 citation)
Machines, April 2002. An FPGA Implementation of **Triangle** Mesh Decompression Tulika Mitra, Tzi-cher Chiueh
www.ecsl.cs.sunysb.edu/tr/TR101.pdf.gz

Compression-Domain Editing of 3D Models - Tulika Mitra Tzi-Cker (Correct)
a triangle mesh in a breadth-first order from a **seed triangle**. The vertices of the **seed triangle** form a
order from a **seed triangle**. The vertices of the **seed triangle** form a frontier. A frontier is a circular
www.ecsl.cs.sunysb.edu/tr/TR129.pdf

Warped Textures for UV Mapping Encoding - Sorkine, Cohen-Or (2001) (Correct)
The process is as follows: an initial **seed triangle** is mapped to the plane as is. Then, we
order and growing a patch P around the **seed triangle**. At each step, we find the set T of k
www.cs.tau.ac.il/~dcor/online_papers/papers/WarpedTextures.pdf

Bounded-distortion Piecewise Mesh Parameterization - Sorkine, Cohen-Or.. (Correct)
with bounded local distortion. Starting from a **seed triangle** each patch is "grown" incrementally, from the
the mesh surface by growing patches around **seed triangles**, until some termination criterion is reached.
www.cs.tau.ac.il/~dcor/online_papers/papers/sorkine02.pdf

Compression-Domain Parallel Rendering - Mitra, Chiueh (Correct)
www.ecsl.cs.sunysb.edu/tr/TR104.pdf.gz

Mesh Compression and Its Hardware/Software Applications - Mitra (2000) (Correct)
. 37 4.4.4 Choice of **Seed Triangle** .
.37 5 The impact of dierent choices for the **seed triangle** on compression eciency.
www.ecsl.cs.sunysb.edu/tr/TR90.ps.Z

Compressing Triangulated Irregular Networks - De Floriani, Magillo, Puppo (1999) (Correct)
in a shelling order (i.e.radially around a **seed triangle**)it encodes each vertex exactly once, and
www.disi.unige.it/person/PuppoE/PS/geoinfo-00.ps.gz

Compressing TINs - De Floriani, Magillo, Puppo (1998) (Correct)
in a shelling order (i.e.radially around a **seed triangle**)both the compression and the decompression
www.disi.unige.it/ftp/person/MagilloP/PS/acmgis-98.ps

Try your query at: Amazon Barnes & Noble Google (RI) Google (Web) CSB DBLP

CiteSeer.IST - Copyright NEC and IST

CiteSeer.IST will be unavailable from 9am March 20 to 12 midnight EST March 21 while we the system is being upgraded.

CiteSeer Find: ball pivoting Documents Citations

Searching for **PHRASE ball pivoting.**
Restrict to: Header Title Order by: Expected citations Hubs Usage Date Try: Amazon B&N Google (RI) Google (Web) CSB DBLP
9 documents found. **Order: number of citations.**

The Ball-Pivoting Algorithm for Surface Reconstruction - Bernardini, Mittleman.. (1999) (Correct) (17 citations)
H. Rushmeier, C. Silva, and G. Taubin. The **ball-pivoting** algorithm for surface reconstruction. IEEE Visualization and Computer Graphics, 1999. The **Ball-Pivoting** Algorithm for Surface Reconstruction Fausto
www.research.ibm.com/vistechnology/pdf/bpa_tvcg.pdf

Delaunay Based Shape Reconstruction from Large Data - Dey, Giesen, Hudson (2001) (Correct) (1 citation)
and often create artifacts in the surface. The **ball pivoting** algorithm of [8] was used in the Pieta
H. Rushmeier, C. Silva and G. Taubin. The **ballpivoting** algorithm for surface reconstruction. IEEE
www.cis.ohio-state.edu/~tamaldey/paper/large/large.pdf

Smooth-Surface Reconstruction in Near Linear Time - Funke, Ramos (2001) (Correct) (1 citation)
time is observed experimentally for the **"ball-pivoting"** algorithms of Bernardini et al. 5] and of
H. Rushmeier, C. Silva and G. Taubin. The **ball-pivoting** algorithm for surface reconstruction. In IEEE
www.mpi-sb.mpg.de/~ramos/soda.ps.gz

Reconstructing Surfaces Using Anisotropic Basis Functions - Huong Quynh Dinh (2001) (Correct) (1 citation)
Shapes [10]the Crust algorithm [1]and the **Ball-Pivoting** algorithm [3]take exactly this approach.
J. Mittleman, H. Rushmeier, and C. Silva. The **BallPivoting** Algorithm for Surface Reconstruction. IEEE
users.ece.gatech.edu/~slabaugh/personal/publications/iccv01.pdf

Undersampling and Oversampling in Sample Based Shape.. - Dey, Giesen, Goswami, .. (Correct)
the surface. Bernardini et al. 10] proposed a **ball pivoting** algorithm that reconstructs the surface
H. Rushmeir, C. Silva and G. Taubin. The **ball-pivoting** algorithm for surface reconstruction. IEEE
www.cis.ohio-state.edu/~tamaldey/paper/vis/vis.pdf

COURSE NOTES 8 CASE STUDY: Scanning Michelangelo's Florentine .. - Sunday August Two (1999) (Correct)
the User Additional Materials Section 7 -The **Ball Pivoting** Algorithm for Surface Reconstruction Section
timing for meshing too long. 5-4 The **Ball-Pivoting** Algorithm Fast surface reconstruction from
See section 4.3 for further details. The **pivoting ball** is in contact with the three vertices of
mesh.caltech.edu/ee148/refs/sg1999courses/08/08.pdf

A Zero-Length Bellows For The Pep-Ii High-Energy Ring - Nordby Daly Kurita (Correct)
www.aps.anl.gov/conferences/mirrored/www.cern.ch/accelconf/p95/ARTICLES/MPP/MPP08.PDF

Try your query at: Amazon Barnes & Noble Google (RI) Google (Web) CSB DBLP

CiteSeer.IST - Copyright NEC and IST

CiteSeer.IST will be unavailable from 9am March 20 to 12 midnight EST March 21 while we the system is being upgraded.

CiteSeer Find: region growing and shape and edge a Documents Citations

Searching for **region growing and shape and edge and ball**.
Restrict to: Header Title Order by: Expected citations Hubs Usage Date Try: Amazon B&N Google (RI) Google (Web) CSB DBLP
Order: number of citations.

Reconstructing Surfaces Using Anisotropic Basis Functions - Huong Quynh Dinh (2001) (Correct) (1 citation)
component analysis, which is also used in **region growing** and propagation methods such as Lee, Tang
surface reconstruction techniques, including Alpha **Shapes** [10]the Crust algorithm [1]and the
locally. The reconstructed surface is sharper along **edges** and at corner points. We determine the direction
users.ece.gatech.edu/~slabaugh/personal/publications/iccv01.pdf

One or more of the query terms is very common - only partial results have been returned. Try Google (RI).

Try your query at: Amazon Barnes & Noble Google (RI) Google (Web) CSB DBLP

CiteSeer.IST - Copyright NEC and IST

CiteSeer.IST will be unavailable from 9am March 20 to 12 midnight EST March 21 while we the system is being upgraded.

CiteSeer Find: laser range scanner and triangle Documents Citations

Searching for **laser range scanner and triangle**.
Restrict to: Header Title Order by: Expected citations Hubs Usage Date Try: Amazon B&N Google (RI) Google (Web) CSB DBLP
14 documents found. **Order: number of citations.**

Interactive Multiresolution Mesh Editing - Zorin, Schröder, Sweldens (1997) (Correct) (67 citations)
in the entertainment industry. When using **laser range scanners**, for example, individual models are often
most hardware rendering ultimately resolves to **triangle** scanconversion even for patches, polygonal
3D with every vertex in the graph (cf. Fig. 6)A **triangle** denotes a face in the graph or the associated
graphics.stanford.edu/~dzorin/multires/meshed/sig97.ps.gz

Surface Reconstruction by Voronoi Filtering - Amenta, Bern (1998) (Correct) (18 citations)
is designed for data samples collected by a **laser range scanner**. This algorithm sums anisotropically
The algorithm uses Voronoi vertices to remove **triangles** from the Delaunay triangulation. We prove the
of the Voronoi ver tices to remove Delaunay **triangles**. The algorithm picks only two Voronoi
net.cs.utexas.edu/users/amenta/pubs/3dcrust.ps.gz

The Ball-Pivoting Algorithm for Surface Reconstruction - Bernardini, Mittleman.. (1999) (Correct) (17 citations)
F. Bernardini, J. Mittleman, H. Rushmeier, C. Silva, **and** G. Taubin. The ball-pivoting algorithm for surface
www.research.ibm.com/vistechnology/pdf/bpa_tvcg.pdf

Implementation of Dynamic Obstacle Avoidance on the CMU NavLab - Dai Feng Sanjiv (1990) (Correct) (9 citations)
www.ri.cmu.edu/pub_files/pub3/feng_d_1990_1/feng_d_1990_1.pdf

A Simple Algorithm for Homeomorphic Surface Reconstruction - Amenta, Choi, Dey, Leekha (2000) (Correct) (7 citations)
points. The point set can be generated by a **laser range scanner**, manually with a contact probe digitizer,
following structural theorem. Let T be a set of **triangles** satisfying three conditions, namely, I. T
three conditions, namely, I. T contains all **triangles** whose dual Voronoi edges intersect S, II. each
www.cs.utexas.edu/users/amenta/pubs/simple.ps.gz

Reconstructing Surfaces and Functions on Surfaces from.. - Bajaj, Bernardini, Xu (1997) (Correct) (4 citations)
part might be scannedwith a device like the **laser range scanner**, or points might be measured on its
[42, 17, 18, 48, 34, 47, 20]The reconstructed **triangle** mesh can be used as a starting point for a
value of the parameter #contains only edges, **triangles** and tetrahedra that connect points that are
www.ticam.utexas.edu/CCV/papers/surfalg.pdf

Reconstructing Textured CAD Model of Urban Environment Using.. - Zhao, Shibasaki (2001) (Correct) (3 citations)
of Urban Environment Using Vehicle-Borne **Laser Range Scanners** and Line Cameras,in Second Int. Workshop
shiba.iis.u-tokyo.ac.jp/pub/publ/../../member/current/zhao/homepage/icvs2001.pdf

A Triangulation-Based Object Reconstruction Method - Bernardini, Bajaj, Chen.. (1997) (Correct) (2 citations)
by recent scanning devices (such as the **laser range scanner**) is dense, in the sense that the
the following three phases: 1. Build an initial **triangle** mesh that interpolates all data points,
areas of insufficient sam pling. The resulting **triangle** mesh can be used to estimate nor mals at smooth
king.ticam.utexas.edu/CCV/papers/four-page.ps.gz

Multiresolution Model Compression Using 3-D Wavelets - Rein-Lien Hsu And (Correct)
eciency. Computerized Tomography **Laser Range Scanner** Mechanical Touch Probes 3-D Scanning
approximates these surfaces by a large number of **triangles**, each of which contains 2 Multiresolution
of vertex positions and facet properties of 3-D **triangle** data. Taubin [29] proposed the topological
ftp.cse.msu.edu/pub/prip/vincent/MSUTechReport/mmc.ps.gz

Extraction of Feature Lines on Triangulated Surfaces.. - Rössl, Kobbelt, Seidel (Correct)
be used to clas sify surfaces sampled by a **laser range scanner**. But not only recognition of resp. the
froessl,kobbelt,hpseidelg@mpisb.mpg.de Abstract **Triangle** meshes are a popular representation of surfaces

We are using discrete curvature anal ysis on **triangle** meshes to obtain curvature values in ev ery
www.mpi-sb.mpg.de/~kobbelt/papers/morpho.ps.gz

Automatic Reconstruction of 3D CAD Models from Digital.. - Bernardini, Bajaj, Chen, .. (Correct)
data acquisition devices, such as the **laser range scanner**, has made it relatively simple to acquire
are based on touch probes, opti cal or **range laser scanners**, and acoustic or magnetic sensors. Touch
is based on alphashapes to compute an initial **triangle** mesh approximating the object's surface. A mesh
king.ticam.utexas.edu/CCV/papers/sharp.ps.gz

SPIN Learning and Forgetting Surface Classifications.. - Keuchel, von.. (1993) (Correct)
SPIN Learning **and** Forgetting Surface Classifications with Dynamic
ftp.uni-kl.de//reports_uni-kl/computer_science/mobile_robots/1993/papers/Zimmer.learning_surfaces.ps.Z

Try your query at: Amazon Barnes & Noble Google (RI) Google (Web) CSB DBLP

CiteSeer.IST - Copyright NEC and IST

PORTAL

> home > about > feedback > login

US Patent & Trademark Office

Try the *new* Portal design
Give us your opinion after using it.

Search Results

Search Results for: **[(ball pivoting)]**
Found **15** of **127,944 searched.**

Search within Results

GO > Advanced Search > Search Help/Tips

Sort by: **Title** **Publication** **Publication Date** **Score** Binder

Results 1 - 15 of 15 **short listing**

1 Progressive point set surfaces 84%
Shachar Fleishman , Daniel Cohen-Or , Marc Alexa , Cláudio T. Silva
ACM Transactions on Graphics (TOG) October 2003
Volume 22 Issue 4
Progressive point set surfaces (PPSS) are a multilevel point-based surface representation. They combine the usability of multilevel scalar displacement maps (e.g., compression, filtering, geometric modeling) with the generality of point-based surface representations (i.e., no fixed homology group or continuity class). The multiscale nature of PPSS fosters the idea of *point-based modeling.* The basic building block for the construction of PPSS is a projection operator, which maps points in ...

2 Session P3: filtering and sampling: Undersampling and oversampling in sample based shape modeling 82%
Tamal K. Dey , Joachim Giesen , Samrat Goswami , James Hudson , Rephael Wenger , Wulue Zhao
Proceedings of the conference on Visualization '01 October 2001
Shape modeling is an integral part of many visualization problems. Recent advances in scanning technology and a number of surface reconstruction algorithms have opened up a new paradigm for modeling shapes from samples. Many of the problems currently faced in this modeling paradigm can be traced back to two anomalies in sampling, namely *undersampling* and *oversampling.* Boundaries, non-smoothness and small features create undersampling problems, whereas oversampling leads to too many ...

3 Reverse engineering: Tight cocone: a water-tight surface reconstructor 82%
Tamal K. Dey , Samrat Goswami
Proceedings of the eighth ACM symposium on Solid modeling and applications June 2003
Surface reconstruction from unorganized sample points is an important problem in computer graphics, computer aided design, medical imaging and solid modeling. Recently a few algorithms have been developed that have theoretical guarantee of computing a topologically correct and geometrically close surface under certain condition on sampling density. Unfortunately, this sampling condition is not always met in practice due to noise, non-smoothness or simply due to inadequate sampling. This leads to ...

4 Reverse engineering: Surface reconstruction of freeform objects based on multiresolution volumetric method 82%
Sergei Azernikov , Alex Miropolsky , Anath Fischer
Proceedings of the eighth ACM symposium on Solid modeling and applications June 2003
3D scanners developed over the past several decades have facilitated the reconstruction of complicated engineering parts. Typically the boundary representation of a part is reconstructed from its scanned cloud of points. This approach, however, is still limited and cannot be applied to a family of objects such as thin parts. Recently, new 3D scanning devices have been developed. These devices capture additional information, such as normals and texture, as well as conventional information, includ ...

5 Session P4: simplification: A memory insensitive technique for large model simplification 80%
Peter Lindstrom , Cláudio T. Silva
Proceedings of the conference on Visualization '01 October 2001
In this paper we propose three simple, but significant improvements to the OoCS (Out-of-Core Simplification) algorithm of Lindstrom [20] which increase the quality of approximations and extend the applicability of the algorithm to an even larger class of compute systems.The original OoCS algorithm has memory complexity that depends on the size of the output mesh, but no dependency on the size of the input mesh. That is, it can be used to simplify meshes of arbitrarily large size, but the complex ...

6 Knowledge and representation: Acquisition, representation, query and analysis of spatial data: a demonstration 3D digital library 80%

Jeremy Rowe , Anshuman Razdan , Arleyn Simon
Proceedings of the third ACM/IEEE-CS joint conference on Digital libraries May 2003
The increasing power of techniques to model complex geometry and extract meaning from 3D information create complex data that must be described, stored, and displayed to be useful to researchers. Responding to the limitations of two-dimensional (2D) data representations perceived by discipline scientists, the Partnership for Research in Spatial Modeling (PRISM) project at Arizona State University (ASU) developed modeling and analytic tools that raise the level of abstraction and add semantic val ...

7 Reverse Engineering: A linear bound on the complexity of the delaunay triangulation of points on polyhedral surfaces 80%
Dominique Attali , Jean-Daniel Boissonnat
Proceedings of the seventh ACM symposium on Solid modeling and applications June 2002
Delaunay triangulations and Voronoi diagrams have found numerous applications in surface modeling, surface mesh generation, deformable surface modeling and surface reconstruction. Many algorithms in these applications begin by constructing the three-dimensional Delaunay triangulation of a finite set of points scattered over a surface. Their running-time therefore depends on the complexity of the Delaunay triangulation of such point sets. Although the complexity of the Delaunay triangulation of p ...

8 Smooth-surface reconstruction in near-linear time 80%
Stefan Funke , Edgar A. Ramos
Proceedings of the thirteenth annual ACM-SIAM symposium on Discrete algorithms January 2002
A surface reconstruction algorithm takes as input a set of sample points from an unknown closed and smooth surface in 3-d space, and produces a piece-wise linear approximation of the surface that contains the sample points. Recently, several algorithms with a correctness guarantee have been proposed. They have unfortunately a worst-case running time that is quadratic in the size of the input because they are based on the construction of 3-d Voronoi diagrams or Delaunay tetrahedrizations which ca ...

9 The power crust 80%
Nina Amenta , Sunghee Choi , Ravi Krishna Kolluri
Proceedings of the sixth ACM symposium on Solid modeling and applications May 2001

The *power crust* is a construction which takes a sample of points from the surface of a three-dimensional object and produces a surface mesh and an approximate medial axis. The approach is to first approximate the medial axis transform (MAT) of the object. We then use an inverse transform to produce the surface representation from the MAT.

This idea leads to a simple algorithm with theoretical guarantees comparable to those of other surface reconstruction and medial axis approxi ...

10 Out-of-core simplification of large polygonal models 80%
Peter Lindstrom
Proceedings of the 27th annual conference on Computer graphics and interactive techniques July 2000
We present an algorithm for out-of-core simplification of large polygonal datasets that are too complex to fit in main memory. The algorithm extends the vertex clustering scheme of Rossignac and Borrel [13] by using error quadric information for the placement of each cluster's representative vertex, which better preserves fine details and results in a low mean geometric error. The use of quadrics instead of the vertex grading approach in [13] has the additional benefits of ...

11 Session P1: point-based rendering and modeling: Point set surfaces 77%
Marc Alexa , Johannes Behr , Daniel Cohen-Or , Shachar Fleishman , David Levin , Claudio T. Silva
Proceedings of the conference on Visualization '01 October 2001
We advocate the use of point sets to represent shapes. We provide a definition of a smooth manifold surface from a set of points close to the original surface. The definition is based on local maps from differential geometry, which are approximated by the method of moving least squares (MLS). We present tools to increase or decrease the density of the points, thus, allowing an adjustment of the spacing among the points to control the fidelity of the representation.To display the point set surfac ...

12 Session 8: Approximating and intersecting surfaces from points 77%
Anders Adamson , Marc Alexa
Proceedings of the Eurographics/ACM SIGGRAPH symposium on Geometry processing June 2003
Point sets become an increasingly popular shape representation. Most shape processing and rendering tasks require the approximation of a continuous surface from the point data. We present a surface approximation that is motivated by an efficient iterative ray intersection computation. On each point on a ray, a local normal direction is estimated as the direction of smallest weighted co-variances of the points. The normal direction is used to build a local polynomial approximation to the surface, ...

13 Session 4: Statistical point geometry 77%
Aravind Kalaiah , Amitabh Varshney
Proceedings of the Eurographics/ACM SIGGRAPH symposium on Geometry processing June 2003
We propose a scheme for modeling point sample geometry with statistical analysis. In our scheme we depart from the current schemes that deterministically represent the attributes of each point sample. We show how the statistical analysis of a densely sampled point model can be used to improve the geometry bandwidth bottleneck and to do randomized rendering without sacrificing visual realism. We first carry out a hierarchical principal component analysis (PCA) of the model. This stage partitions ...

14 The Delaunay tetrahedralization from Delaunay triangulated surfaces 77%

Sunghee Choi

Proceedings of the eighteenth annual symposium on Computational geometry June 2002

Given a surface mesh F in R^3 with vertex set S and consisting of Delaunay triangles, we want to construct the Delaunay tetrahedralization of S.We present an algorithm which constructs the Delaunay tetrahedralization of S given a bounded degree spanning subgraph T of F. It accelerates the incremental Delaunay triangulation construction by exploiting the connectivity of the points on the surface. If the expected size of the Delaunay tria ...

15 Surfaces and photorealism: Delaunay based shape reconstruction from large data 77%

Tamal K. Dey , Joachim Giesen , James Hudson

Proceedings of the IEEE 2001 symposium on parallel and large-data visualization and graphics October 2001

Surface reconstruction provides a powerful paradigm for modeling shapes from samples. For point cloud data with only geometric coordinates as input, Delaunay based surface reconstruction algorithms have been shown to be quite effective both in theory and practice. However, a major complaint against Delaunay based methods is that they are slow and cannot handle large data. We extend the COCONE algorithm to handle supersize data. This is the first reported Delaunay based surface reconstru ...

Results 1 - 15 of 15 **short listing**

The ACM Portal is published by the Association for Computing Machinery. Copyright © 2004 ACM, Inc.

PORTAL
DIGITAL LIBRARY

> home > about > feedback > login

US Patent & Trademark Office

Try the *new* Portal design
Give us your opinion after using it.

Search Results

Search Results for: **[(seed triangle)<AND>(meta_published_date <= 05-01-2000)]**
Found **2** of **127,944 searched.**

Search within Results

GO > Advanced Search > Search Help/Tips

Sort by: **Title** **Publication** **Publication Date** **Score** Binder

Results 1 - 2 of 2 **short listing**

1 Compression of time-dependent geometry 82%
Jerome Edward Lengyel
Proceedings of the 1999 symposium on Interactive 3D graphics April 1999

2 Compressing TINs 77%
Leila De Floriani , Paola Magillo , Enrico Puppo
Proceedings of the sixth ACM international symposium on Advances in geographic information systems November 1998

Results 1 - 2 of 2 **short listing**

The ACM Portal is published by the Association for Computing Machinery. Copyright © 2004 ACM, Inc.

PORTAL
THE ACM DIGITAL LIBRARY

> home > about > feedback > login

US Patent & Trademark Office

Try the *new* Portal design
Give us your opinion after using it.

Search Results

Search Results for: **[(surface reconstruction AND triangle mesh) AND (scan)<AND>(meta_published_date <= 05-01-2000)]**
Found **12** of **127,944 searched.**

Search within Results

GO > Advanced Search > Search Help/Tips

Sort by: **Title** **Publication** **Publication Date** **Score** Binder

Results 1 - 12 of 12 **short listing**

1 Zippered polygon meshes from range images 85%
Greg Turk , Marc Levoy
Proceedings of the 21st annual conference on Computer graphics and interactive techniques July 1994
Range imaging offers an inexpensive and accurate means for digitizing the shape of three-dimensional objects. Because most objects self occlude, no single range image suffices to describe the entire object. We present a method for combining a collection of range images into a single polygonal mesh that completely describes an object to the extent that it is visible from the outside.The steps in our method are: 1) align the meshes with each other using a modified iterated closest- ...

2 From range scans to 3D models 80%
Brian Curless
ACM SIGGRAPH Computer Graphics November 1999
Volume 33 Issue 4
Each year, we see a growing number of 3D range scanning products on the SIGGRAPH exhibition floor. You may find yourself asking "how do these technologies work?" and "how can I make use of the shape data they produce?" In this article, I will describe a few of the more common range scanning technologies. Then, I will step through a pipeline that takes the range data into a single geometric model and will conclude with a discussion of the future of range scanning.

3 Efficient co-triangulation of large data sets 80%
Henrik Weimer , Joe Warren , Jane Troutner , Wendell Wiggins , John Shrout
Proceedings of the conference on Visualization '98 October 1998

4 Three-dimensional distance field metamorphosis 80%
Daniel Cohen-Or , Amira Solomovic , David Levin
ACM Transactions on Graphics (TOG) April 1998
Volume 17 Issue 2
Given two or more objects of general topology, intermediate objects are constructed by a distance field metamorphosis. In the presented method the interpolation of the distance field is guided by a warp function controlled by a set of corresponding anchor points. Some rules for defining a smooth least-distorting warp function are given. To reduce the distortion of the intermediate shapes, the warp function is decomposed into a rigid rotational part and an elastic part. The distance field in ...

5 A volumetric method for building complex models from range images 80%
Brian Curless , Marc Levoy
Proceedings of the 23rd annual conference on Computer graphics and interactive techniques August 1996

6 Fast software for box intersections 77%
Afra Zomorodian , Herbert Edelsbrunner
Proceedings of the sixteenth annual symposium on Computational geometry May 2000

7 Creating generative models from range images 77%
Ravi Ramamoorthi , James Arvo
Proceedings of the 26th annual conference on Computer graphics and interactive techniques July 1999

8 Real-time nonphotorealistic rendering 77%
Lee Markosian , Michael A. Kowalski , Daniel Goldstein , Samuel J. Trychin , John F. Hughes , Lubomir D. Bourdev
Proceedings of the 24th annual conference on Computer graphics and interactive techniques August 1997

9 Interactive multiresolution mesh editing 77%
Denis Zorin , Peter Schröder , Wim Sweldens
Proceedings of the 24th annual conference on Computer graphics and interactive techniques August 1997

10 Global illumination using local linear density estimation 77%
Bruce Walter , Philip M. Hubbard , Peter Shirley , Donald P. Greenberg
ACM Transactions on Graphics (TOG) July 1997
Volume 16 Issue 3
This article presents the density estimation framework for generating view-independent global illumination solutions. It works by probabilistically simulating the light flow in an environment with light particles that trace random walks origination at luminaires and then using statistical density estimation techniques to reconstruct the lighting on each surface. By splitting the computation into separate transport and reconstruction stages, we gain many advantages including reduced memory u ...

11 Fitting smooth surfaces to dense polygon meshes 77%
Venkat Krishnamurthy , Marc Levoy
Proceedings of the 23rd annual conference on Computer graphics and interactive techniques August 1996

12 A signal processing approach to fair surface design 77%
Gabriel Taubin
Proceedings of the 22nd annual conference on Computer graphics and interactive techniques September 1995

Results 1 - 12 of 12 **short listing**

The ACM Portal is published by the Association for Computing Machinery. Copyright © 2004 ACM, Inc.

PORTAL
THE ACM DIGITAL LIBRARY

> home > about > feedback > login

US Patent & Trademark Office

Try the *new* Portal design
Give us your opinion after using it.

Search Results

Search Results for: **[(laser range scanner)<AND>(meta_published_date <= 05-01-2000)]**
Found **15** of **127,944 searched.**

Search within Results

GO > Advanced Search > Search Help/Tips

Sort by: **Title** **Publication** **Publication Date** **Score** Binder

Results 1 - 15 of 15 **short listing**

1 Automatic reconstruction of B-spline surfaces of arbitrary topological type 84%
Matthias Eck , Hugues Hoppe
Proceedings of the 23rd annual conference on Computer graphics and interactive techniques August 1996

2 Intelligent real-time control of robotic vehicles 82%
David W. Payton , Thomas E. Bihari
Communications of the ACM August 1991
Volume 34 Issue 8

3 A simple algorithm for homeomorphic surface reconstruction 80%
N. Amenta , S. Choi , T. K. Dey , N. Leekha
Proceedings of the sixteenth annual symposium on Computational geometry May 2000

4 Creating generative models from range images 80%
Ravi Ramamoorthi , James Arvo
Proceedings of the 26th annual conference on Computer graphics and interactive techniques July 1999

5 A new Voronoi-based surface reconstruction algorithm 80%
Nina Amenta , Marshall Bern , Manolis Kamvysselis
Proceedings of the 25th annual conference on Computer graphics and interactive techniques July 1998

6 Model-based object recognition in dense-range images—a review 80%
Farshid Arman , J. K. Aggarwal
ACM Computing Surveys (CSUR) March 1993
Volume 25 Issue 1
The goal in computer vision systems is to analyze data collected from the environment and derive an interpretation to complete a specified task. Vision system tasks may be divided into data acquisition, low-level processing, representation, model construction, and matching subtasks. This paper presents a comprehensive survey of model-based vision systems using dense-range images. A comprehensive survey of the recent publications in each subtask pertaining to dense-range image object recogni ...

7 Image-based modeling and lighting 77%
Paul E. Debevec
ACM SIGGRAPH Computer Graphics November 1999
Volume 33 Issue 4

8 Smooth surface reconstruction via natural neighbour interpolation of distance functions 77%
Jean-Daniel Boissonnat , Frédéric Cazals
Proceedings of the sixteenth annual symposium on Computational geometry May 2000

9 Image-based objects 77%
Manuel M. Oliveira , Gary Bishop
Proceedings of the 1999 symposium on Interactive 3D graphics April 1999

10 Surface reconstruction by Voronoi filtering 77%
Nina Amenta , Marshall Bern
Proceedings of the fourteenth annual symposium on Computational geometry June 1998

11 Interactive multiresolution mesh editing 77%
Denis Zorin , Peter Schröder , Wim Sweldens
Proceedings of the 24th annual conference on Computer graphics and interactive techniques August 1997

12 Fitting smooth surfaces to dense polygon meshes 77%
Venkat Krishnamurthy , Marc Levoy
Proceedings of the 23rd annual conference on Computer graphics and interactive techniques August 1996

13 Automatic reconstruction of surfaces and scalar fields from 3D scans 77%
Chandrajit L. Bajaj , Fausto Bernardini , Guoliang Xu
Proceedings of the 22nd annual conference on Computer graphics and interactive techniques September 1995

14 Building and exploiting levels of detail: an overview and some VRML experiments 77%
J. L. Pajon , Y. Collenot , X. Lhomme , N. Tsingos , F. Sillion
Proceedings of the first symposium on Virtual reality modeling language January 1995

15 3D painting on scanned surfaces 77%
Maneesh Agrawala , Andrew C. Beers , Marc Levoy
Proceedings of the 1995 symposium on Interactive 3D graphics April 1995
We present an intuitive interface for painting on unparameterized three-dimensional polygon meshes using a 6D Polhemus space tracker as an input device. Given a physical object we first acquire its surface geometry using a Cyberware scanner. We then treat the sensor of the space tracker as a paintbrush. As we move the sensor over the surface of the physcial object we color the corresponding locations on the scanned mesh. The physical object provides a natural force-feedback guide for painti ...

Results 1 - 15 of 15 **short listing**

The ACM Portal is published by the Association for Computing Machinery. Copyright © 2004 ACM, Inc.